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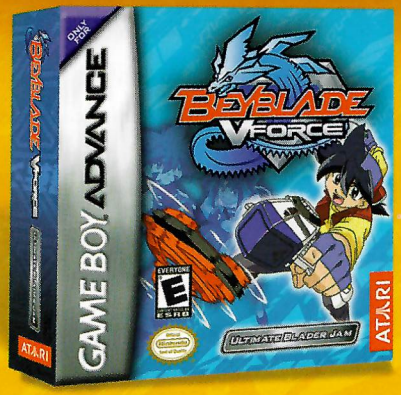

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TAKARA

ATARI Part #25051M

SUPER TOURNAMENT BATTLE

ATARI

INSTRUCTION BOOKLET

EVERYONE
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CONTENT RATED BY ESRB

NINTENDO GAMECUBE

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠WARNING - Electric Shock

To avoid electric shock when you use this system:

- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠CAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.

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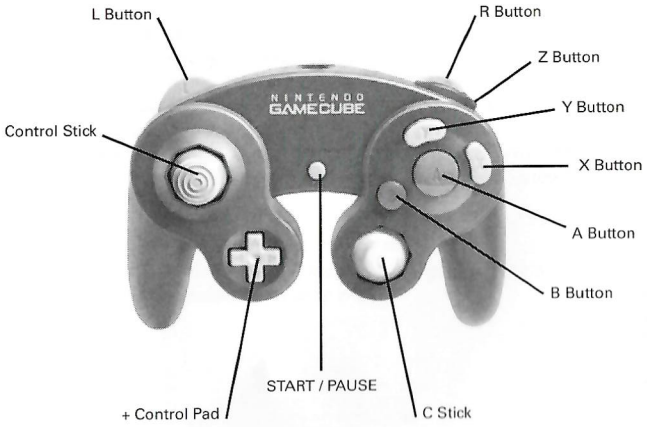
GETTING STARTED

1. Turn OFF the **POWER Button** on your Nintendo GameCube™.

WARNING: Never try to insert or remove a Nintendo GameCube Game Disc while the power is ON.

2. Make sure a Nintendo GameCube Controller is plugged into Nintendo GameCube Controller Socket 1 on the Nintendo GameCube.
3. If you're playing against friends, plug additional Controllers into the additional Controller Sockets.
4. Insert the Game Disc into the Nintendo GameCube Optical Disc Drive.
5. Turn ON the **POWER Button** and proceed to the title screen. If you can't proceed to the title screen, begin again at step 1.
6. At the title screen, press **START/PAUSE** to advance to the Main Menu (see page 6).

CONTROLS



MENUS

CONTROL	ACTION
Control Stick / +Control Pad	Highlight menu item
A Button	Select menu item
B Button	Cancel / Return to previous menu

LOBBY

CONTROL	ACTION
Control Stick	Move character
A Button	Talk to character in lobby / Advance dialog
B Button	Move faster

LAUNCH

CONTROL	ACTION
Control Stick / +Control Pad	Guide your Beyblade's direction
A Button	Launch
B Button	Launch with Bit Beast Attack*

BATTLE

CONTROL	ACTION
Control Stick / +Control Pad	Move Beyblade
A Button	Faster Legend Power buildup (when you hit opponent)
B Button / R Button	Launch Bit Beast Attack* / Dodge opponent's Bit Beast Attack
Z Button	Switch camera mode between active and fixed (not available in Ultimate Stadium)
START / PAUSE	Pause

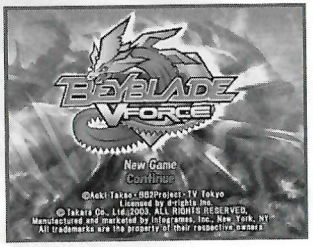
**Provided you have enough Legend Power*

Note: *In 4-player mode, you can direct a Bit Beast Attack at any opponent. See page 13 for a description of the Bit Beast Attack commands for 4-player battles.*

WELCOME TO *BEYBLADE*™ *SUPER TOURNAMENT BATTLE*

Build your own powerful Beyblades and enter them into fierce battles! Play as or against your favorite Beyblade show characters, or as an original character that you customize. By choosing the right strategy and using your best parts, you will defeat opposing Beybladers and move on to tougher rivals!

MAIN MENU


BEYBLADE
VFORCE
New Game
Continue
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At the Startup Screen, select New Game to create a new Beyblade competitor, or select Continue to load a previously saved game. If you select Continue, your character will appear in the Lobby and you can continue with your quest to become the ultimate Beyblade champion. If you select New Game, you must create a new character.

First, choose a gender (boy or girl) and press the **A Button** to continue.

Next, choose a name, which can be up to eight characters long. Use the **Control Stick** or **+Control Pad** to highlight a letter, number, space or symbol, and then press the **A Button** to add it to your name. Use the **B Button** to delete. When you are finished, select OK and press the **A Button**.

Finally, select your starting Beyblade: a brand new Dragoon V, Dranzer V, Draciel V, or Driger V. Use the **Control Stick** or **+Control Pad** to highlight a Beyblade, and pay attention to its statistics (displayed on the right side of the screen). Different models have a variety of strengths, with better attack, defense or endurance powers. Which will fit your strategy? Press the **A Button** to complete the registration and move to the Lobby (see next page).

Note: It's a good idea to go to Options right away and save your game (see "Saving and Loading" on page 7).

After saving your game, your first stop should be the Shop. All new characters start with 1000 BP (Bey Points), which you can use to customize your Beyblade. (See "Customizing Your Beyblades" on page 14 for more details.)

Once you've got your Beyblade set up to your liking, it's time to head into battle. (See "How to Battle" on page 8.)

SAVING AND LOADING

SAVING A GAME

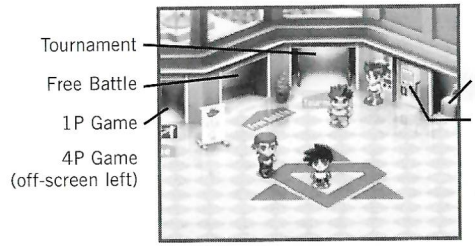
Enter Options from the Lobby. At the Options screen, select "Save" and press the **A Button**. Move the **Control Stick** or the **+Control Pad** up and down to select a save slot. Press the **A Button** to save your progress. You can save only to a Nintendo GameCube Memory Card in Memory Card Slot A.

LOADING A GAME

Enter Options from the Lobby. At the Options screen, select "Load" and press the **A Button**. Move the **Control Stick** or the **+Control Pad** up and down to select the player who will use this character and press the **A Button**. Then, move the **Control Stick** or the **+Control Pad** up and down to select a saved game from the Memory Card in Memory Card Slot A, and then press the **A Button**.

Note: If players want to use their characters in Multiplayer, they must first load them in the Options mode before battling in Multiplayer games. To load each character, insert a Memory Card with saved game data into Memory Card Slot A and follow the above instructions, selecting a different player for each character loaded.

LOBBY



Use the **Control Stick** or the **+Control Pad** to move your character around the Lobby. Walk up to anyone and press the **A Button** to talk to him or her. You can press and hold the **B Button** to make your character move faster. When you walk up to a door, the game will ask if you want to enter. Select "Yes" and press the **A Button** to enter. Select "No" and press the **A Button** or the **B Button** to return to the Lobby.

Tournament – Earn both Bey Points and experience in this single-player BBA tournament (see page 12).

Free Battle – Practice your skills against a single computer (CPU) opponent or a friend (see page 11).

1P Game – Face off against 10 random opponents, or be in a 4-player team, in this single-player challenge (see page 13). Can you beat them all?

4P Game – Battle it out with up to four competitors (human or CPU) in a Battle Royal, or Tag Game contest (see page 13).

Options – Save your progress, Load a saved game, adjust Sound settings, turn the Rumble feature ON/OFF, and set the Difficulty Level (Easy, Medium, Hard).

Shop – Buy new Beyblade parts, customize your Beyblade, and more (see page 15).

Gallery – Check out photographs and information about legendary real-life Beyblades. As you progress in the game, you will unlock more Gallery items. Talk to other characters in the lobby — they may tell you when a new Beyblade is on display.

HOW TO BATTLE

The way to reach the top of of Beyblade world is to battle, battle, battle. Refine your strategies, improve your gear — pretty soon you'll be unstoppable!

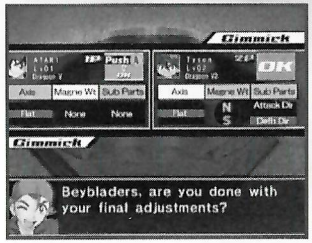
Although it can help to practice first in the Free Battle area, it doesn't hurt to jump right into a Tournament. After all, Tournaments are the only place to earn experience and Bey Points (BP). You'll need those Bey Points to buy equipment you'll unlock in the Shop whenever you win tournament battles!

A battle is a battle, however, whether you're testing out a new Beyblade configuration or climbing up the winner's bracket in a Tournament. Here's how it works:

CHOOSE YOUR BEYBLADE

After a brief intro from the match announcer, choose the Beyblade that you want to use in the upcoming battle. You can carry up to three Beyblades at any one time. Move the **Control Stick** or the **+Control Pad** up and down to highlight the Beyblade you wish to use. Press the **A Button** to select it and continue.

FINE-TUNE YOUR BEYBLADE



Next, select the Gimmicks you wish to employ. Move the **Control Stick** or the **+Control Pad** left and right to highlight the Gimmick you wish to change. Then move the **Control Stick** or the **+Control Pad** up and down to select the Gimmick option.

The options you can change depend on the parts you are using (see "Customizing Your Beyblades" on page 14). Experiment with different parts and the Gimmicks that each offers.

Press the **A Button** or **START/PAUSE** and get ready to launch!

LAUNCH

With all of the competitors at the edge of the stadium, the countdown begins... 3, 2, 1. At "Let It Rip!" watch the Launch Meter. As it nears the end of the gauge, press the **A Button** to launch. The closer the meter is to the end of the gauge when you press the **A Button**, the more Spin Power your Beyblade will have.

Watch out — if you don't launch before the Launch Meter reaches the end, you'll miss your launch (and your opponent will get a point)!

When launching, you can move the **Control Stick** or the **+Control Pad** to guide the Beyblade's direction. Do this to give the opponent's Beyblade an early thump when you launch.

BIT BEAST ATTACK LAUNCH

If you have enough Legend Power (LP) built up (see "Bit Beast Attack" on page 10), then you can launch with a special Bit Beast Attack, which provides more attack power. To do this, press the **B Button** instead of the **A Button** any time during your launch. If you do not have enough LP, you will miss your launch.

In the Stadium

Legend Power for 1P (LP Gauge)
1P Beyblade HP
Spin Power for 1P (SP Gauge)
1P Beyblader name
Legend Power for 2P (LP Gauge)
2P Beyblade HP
Spin Power for 2P (SP Gauge)
2P Beyblader name
Is he looking for chance?

After each Beyblader successfully launches, the blades battle it out in the stadium. Use the **Control Stick** or the **+Control Pad** to move your Beyblade. Try to keep away from the edges, because if you're knocked out of the stadium, your opponent wins two points (it takes four to win a match — see table below). Your axis type will determine how easy it is to move your Beyblade near the center or the edges of the stadium (see "Gimmicks" on page 16).

Battle Rules

The first to earn 4 points wins the battle!

ACTION	DESCRIPTION	POINTS
Sleep Out	Your opponent's Beyblade stops spinning	1 point
Miss Shoot	Your opponent misses a launch	1 point
Stadium Out	Your opponent's Beyblade spins out of the stadium	2 points
Crash Out	Your opponent's Beyblade breaks at 0 HP (Hit Points)	4 points

In 2-player battles, the current scores appear in the lower-left corner for Player 1, and in the lower-right corner for Player 2. The locations are different in 4P games: 1P is in top left; 2P is in top right; 3P is in bottom left; 4P is in bottom right.

Bit Beast Attack

As you spin and bump your opponent, press the **A Button** to build up your Legend Power (LP) faster. When you have generated enough LP, you can press the **B Button** to launch a Bit Beast Attack. The more LP you have when you launch the special attack, the more powerful the attack will be. Every Bit Beast has a different Special Attack.

Note: Launching a Bit Beast Attack drains away your accumulated LP.

Use your Bit Beast Attack strategically. When your opponent is near the edge of the stadium, for example, the extra boost from the attack can

sometimes cause his or her Beyblade to fly out of the ring. Remember that you can use any LP left over from a previous round to launch with a Bit Beast Attack at the start of a new round (see "Launch" on page 9).

Dodging a Special Attack

If you press the **B Button** or the **R button** exactly when your opponent launches his Bit Beast Attack, you can sometimes avoid the attack.

Improving Skills

You can improve your battle skills by earning experience points in BBA Tournaments. The experience points you earn depend on the battle outcome — beating tougher opponents is worth more points! When you earn enough experience points, you'll go up in level. Every level you go up, you will gain 5HP, which applies to any Beyblade you use in battle.

Note: You only earn experience points (and Bey Points) by competing in BBA Tournaments.

BATTLE MODES

Free Battle

In Free Battle mode, you can battle as one of the characters from the Beyblade TV series or as a character of your own creation. You can face off against either a computer opponent or a friend. This is a great place to improve your skills in a variety of stadium types against a variety of opponents. You can enter Free Battle from the Lobby.

First, select the type of match: 1P VS CPU (battle against the computer) or 1P VS 2P (battle against a human opponent using two Controllers). Move the **Control Stick** or the **+Control Pad** up or down to select a match type and then press the **A Button** to continue. Press the **B Button** to return to the previous screen.

Next, select the stadium where the battle will take place. Move the **Control Stick** or the **+Control Pad** up or down to select Normal Stadium, Magne Stadium or Ultimate Stadium. Press the **A Button** to continue. Press the **B Button** to return to the previous screen.
Note: If you choose Magne Stadium, you must also choose the magnet pattern: Random, Circle, or Danger.

Select a character using the **Control Stick** or the **+Control Pad**. Press the **B Button** to return to the previous screen. If you are playing in 1P VS CPU mode, you must first select your character and press the **A Button**, and then select a character for the CPU to play and press the **A Button**. If you are playing 1P VS 2P mode, each player selects a character with his or her own Controller.

Note: Initially, you will be able to choose from your own loaded characters and ten characters from the TV series. If you are successful in the Tournament, you may unlock bonus characters.

After you choose characters, the battle will proceed normally (see "How to Battle" on page 8).

Tournament

The BBA Tournament is the ultimate arena for you to showcase your Beyblade expertise. It is also the only place to earn experience points and Bey Points. Enter the Tournament from the Lobby to compete in the preliminaries.

The preliminaries pit you against increasingly tougher opponents. You must win the preliminary matches in order to to proceed to the National Championship Tournament. If you lose once, you have a second chance in the consolation matches, where you must win it all. If you lose twice, you're eliminated from the tournament.

Once you've made it through the preliminaries, it's on to the National Championship Tournament finals! (You are allowed to visit the Shop before the start of the finals.) This four-round event is the ultimate test against a variety of tough opponents.

The rewards are worth the challenge! When a battle ends — whether you win or lose — you will earn Bey Points (BP) as well as experience points. When you receive enough experience points, you will go up a level. Each time you increase in level, your Beyblade will gain additional Hit Points (HP)!

Save your Bey Points to buy new parts at the Shop. You can also use BP to repair a damaged blade during the tournament.

If you lose just one match in the Nationals, you're out of the competition. However, you can retry any match a limited number of times (five total retries in one tournament). Keep in mind, however, that with each retry your final prize will diminish in value.

When you win a National Championship Tournament, you will win new Beyblade parts, unlock new parts in the Shop, reveal new Gallery images, and more. After the tournament, be sure to look around the Shop and the Gallery, and talk to people in the Lobby!

Repairing Your Beyblade

If your Beyblade is damaged after battle, you will be asked if you want to repair it by spending BP. You may choose to proceed to the next battle without repairing your Beyblade, however, be warned — if your HP are reduced to 0, you immediately lose the match!

1-Player Game

This single-player mode features two variations: Team Battle and 10 Battles.

Team Battle

A team of four Beybladers on the Player 1 side battles against a team of four Beybladers on the computer side. You need to select four characters, and their playing order. The game is played in tournament style. If the first team member loses, the second team member takes his or her place. When the last team member on either side loses, that team loses the match.

10 Battles

Battle against 10 random characters in a timed event. If you win 10 battles, your character's name, ranking and battle time are displayed.

4-Player Game

Up to four friends can participate in two wild events: Tag Game and Battle Royal.

First, choose whether the players will be human or CPU-controlled. Move the **Control Stick** or the **+Control Pad** up and down to select a player, and then move the **Control Stick** or the **+Control Pad** right to select a human player, or left to select a CPU player.

Special Attacks in the 4-Player Game

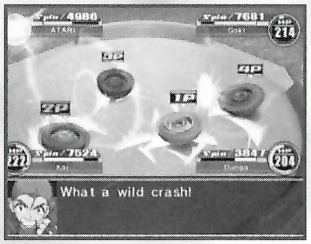
When you've got four Beyblades battling in one arena, things can get crazy! But, you can still keep your wits and launch Bit Beast Attacks against any of your opponents. See the table below for a list of the commands:

BUTTON	SPECIAL ATTACK ON
L Button	Player 1
R Button	Player 2
Y Button	Player 3
X Button	Player 4
B Button	Closest Player

Tag Game

Four characters are divided into two teams to fight "two-on-two."

Battle Royal



Four characters battle against each other in an all-out melee. The battle continues until one Beyblade remains in the stadium.

CUSTOMIZE YOUR BEYBLADES

One of the best things about Beyblades is the chance to create new custom models, and test new parts and strategies. Although you can start customizing right away with the 1000 BP you receive at the start of the game, the fun really starts after you win a tournament. Not only do you win new parts, but you also unlock new parts that you can buy with your tournament prize money. One of the first things to do after completing a tournament (after saving, of course) is to visit the Shop.

When you enter the Shop, first select the player and then select a Beyblade to customize. There are three Beyblades slots from which to choose. Pick an empty slot if you want to create a new blade. **Note:** You must have at least one Beyblade equipped with a full assortment of parts — Bit Chip, Attack Ring, Weight Disk, Spin Gear, Blade Base, and Launcher — before you can exit the Shop.

Once you choose a player and a Beyblade, select from the following menu:

Settings

Buy Parts – Buy Beyblade parts.

Joint – Customize the Beyblade.

Status – See the status of the Beyblade, the Beyblader and the Bit Beast.

Rename – Change the Beyblade name.

Back – Return to the Beyblade Selection screen.

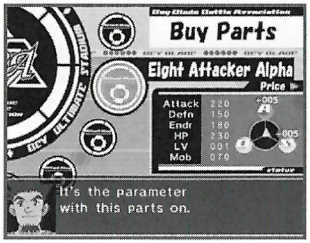
Buy Parts

Each Beyblade is made up of six parts that provide different attack, defense, endurance and spin capabilities. Use the BP that you win at tournaments to purchase parts in the Shop. Select "Buy Parts" and then press the **A Button**.

As you win more tournaments, more parts become available in the Shop.

PART NAME	MAIN FUNCTION
Bit Chip	Determines the Beyblade's Bit Beast spirit — each Bit Beast provides a different special attack
Attack Ring	Determines attack type and strength
Weight Disk	Determines balance and spin
Spin Gear	Determines the Beyblade's spin direction
Blade Base	Determines movement patterns in the stadium
Launcher	Boosts attack and endurance power

Select the type of part you want to buy and then press the **A Button**. Use the **Control Stick** or the **+Control Pad** to select a part. The box to the right shows your total BP, the number of this type of part you already own (Holds), the number you own that are not currently used on a Beyblade (Unused), and the price.



Move the **Control Stick** or the **+Control Pad** right to display the data for a part. The box will now show the stats for your current Beyblade:

BEYBLADE STAT	MAIN FUNCTION
Attack	Attack Power – Determines the force at which your Beyblade strikes others in combat
Defn	Defense Power – Determines how well your Beyblade can withstand an attack
Endr	Endurance – Determines how long your Beyblade keeps spinning
HP	Hit Points – When your Beyblade's HP reach 0, your Beyblade will crash out
LV	Level – Your level as a Beyblader
Mob	Mobility – Determines how well your Beyblade moves around in the stadium

The diagram in the box shows how your Beyblade Attack (A), Defense (D) and Endurance (S) will change if you equip this part. For example, if the diagram shows a +35 above the D and a –20 above the A, this part will add Defense to your Beyblade but will decrease Attack points.

Press the **Control Stick** or the **+Control Pad** right to display the price info again.

Press the **A Button** to purchase the selected part. Select "Yes" and then press the **A Button** again if you want to buy the part. Select "No" and press the **A Button**, or just press the **B Button**, if you choose not to buy the part.

Select "Back" and press the **A Button** or just press the **B Button** to return to the previous menu.

GIMMICKS

Some parts offer special capabilities, which you can set right before a battle. These are called Gimmicks.

Magne System-Compatible Spin Gear installs a magnet in your Beyblade. Using a Beyblade with this spin gear in the Magne Stadium creates a unique and active movement due to its magnetic force. Beyblades that use this type of Spin Gear will be attracted to each other if opponents choose opposite magnetic poles, and will repel if they choose the same magnetic pole. This makes the battle more exciting!

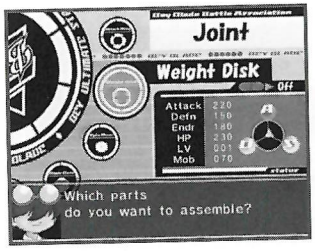
Certain Blade Bases let you change the axis of your Beyblade, for example:

BLADE BASE	SHARP AXIS (enables Beyblade to move near the center of the stadium smoothly)	SEMI-FLAT AXIS (between Sharp and Flat)	FLAT AXIS (enables Beyblade to move near the edge)
Volcano Change Base	X	X	
Custom Metal Change Base		X	X

Dragoon V2 and Driger V2 Blade Bases allow you to adjust the sub parts to two settings: Attack Direction or Defense Direction. If two Beyblades are set in the same direction, they will repel each other in battle. If they are set in opposite directions, they will attract each other.

Other Blade Bases offer different sub parts. Experiment with different parts and different Gimmicks to see which are best for your particular strategy.

JOINT



To change parts on your Beyblade, select the Joint option. Here, select the type of part you wish to change and press the **A Button**. Move the **Control Stick** or the **+Control Pad** up or down to select a part. The box on the right side of the screen shows how the currently selected part will affect your Beyblade. This provides the same information as the data box found in the Buy Parts section (see page 15). Press the **A Button** to equip a new part. Press the **Z Button** to remove the current part.

Note: Certain parts work in conjunction with others. For example, in order to equip the Right Spin Gear SPV Gamma, you will need a Jumping base. You will be warned when you try to equip mismatched gear.

Status

Select one of the following menu options and then press the **A Button** to see information about your current Beyblade.

Bey Parts – See the parts used in the assembled Beyblade.

Bey Status – View the performance of the assembled Beyblade.

Beyblader Status – View the performance of the Beyblader.

Bit Beast Status – Check the Special Attack and Special Launch used by the Bit Beast in the assembled Beyblade.

Rename

To change the name of your current Beyblade, use the same steps you used originally to register the name of your main character (see page 6). You can enter up to 12 letters, spaces, numbers and symbols for the Beyblade name. **Note:** Your new name will be deleted and revert to a default name if you remove the Bit Chip.

PARTS LISTS

Bit Chip

NAME	COST	ATTACK (ATT)	DEFENSE (DEF)	ENDURANCE (END)
Dragoon (V)	200		10	10
Dranzer (V)	300		15	15
Draciel (V)	600		30	30
Driger (V)	300		15	15
Flash Leopard	500		25	25
Cyber Dragoon	200		10	10
Ariel	400		20	20
Gaia Dragoon	100		5	5z
Dragoon (V2)	600		30	30
Dranzer (V2)	500		25	25
Draciel (V2)	400		20	20
Driger (V2)	400		20	20
Dual Dragoon	nfs		15	15

Note: *nfs = not for sale — you must win this part or receive it as a gift from a character.*

Attack Ring

NAME	COST	ATT	DEF	END
Eight Attacker	450	80	30	70
Eight Attacker Alpha	550	85	30	75
Eight Attacker Beta	650	90	30	80
Eight Attacker Gamma	750	95	30	85
Spike Dragon	650	90	30	80
Spike Dragon Alpha	750	95	30	85
Spike Dragon Beta	800	100	30	90
Spike Dragon Gamma	nfs	105	30	95
Cross Attacker	500	80	45	65
Cross Attacker Alpha	600	85	45	70
Cross Attacker Beta	700	90	45	75
Cross Attacker Gamma	800	95	45	80
Cross Dranzer	800	95	50	75
Cross Dranzer Alpha	850	95	55	80
Cross Dranzer Beta	900	100	60	80
Cross Dranzer Gamma	950	100	65	85
Ten Spike	450	60	60	60
Ten Spike Alpha	550	60	65	65
Ten Spike Beta	650	60	70	70
Ten Spike Gamma	750	60	75	75
Strike Turtle	950	85	80	85
Strike Turtle Alpha	1000	85	85	90
Strike Turtle Beta	1050	85	90	95
Strike Turtle Gamma	1100	85	95	100
Sonic Tiger	600	85	25	90
Sonic Tiger Alpha	700	85	30	95
Sonic Tiger Beta	800	85	35	100
Sonic Tiger Gamma	900	85	40	105
Upper Claw	900	100	35	105
Upper Claw Alpha	950	105	40	105
Upper Claw Beta	1000	110	45	105
Upper Claw Gamma	1050	115	50	105
Panther Head	350	55	45	70
Panther Head Alpha	450	60	45	75
Panther Head Beta	550	65	45	80
Panther Head Gamma	650	70	45	85
Cybernetic Dragon	550	90	30	70
Cybernetic Dragon Alpha	650	95	30	75
Cybernetic Dragon Beta	750	100	30	80
Cybernetic Dragon Gamma	850	105	30	85
Cross Horn	700	90	20	90
Cross Horn Alpha	800	95	20	95
Cross Horn Beta	900	100	20	100
Cross Horn Gamma	1000	105	20	105
Dragon Breaker	350	80	45	45
Dragon Breaker Alpha	450	85	50	45
Dragon Breaker Beta	550	90	55	45
Dragon Breaker Gamma	650	95	60	45

Weight Disk

NAME	COST	ATT	DEF	END
Ten Wide	300	40	60	20
Ten Wide Alpha	350	45	65	20
Ten Wide Beta	400	50	70	20
Ten Wide Gamma	450	55	75	20
Magne Weight Disk	400	50	70	20
Magne Weight Disk Alpha	500	55	75	20
Magne Weight Disk Beta	600	60	80	20
Magne Weight Disk Gamma	nfs	65	85	20
Ten Balance	300	30	60	30
Ten Balance Alpha	350	35	65	30
Ten Balance Beta	400	40	70	30
Ten Balance Gamma	450	45	75	30
Ten Heavy	200	15	40	25
Ten Heavy Alpha	250	15	45	30
Ten Heavy Beta	300	15	50	35
Ten Heavy Gamma	350	15	55	40
Revolver Attack	150	5	35	30
Revolver Attack Alpha	200	5	40	35
Revolver Attack Beta	250	5	45	40
Revolver Attack Gamma	300	5	50	45
Star Attack	800	80	85	5
Star Attack Alpha	900	85	90	5
Star Attack Beta	1000	90	95	5
Star Attack Gamma	1100	95	100	5

Note: *Magne Weight Disks enable N and S magnet.*

Spin Gear

NAME	COST	ATT	DEF	END
NEO Left Spin Gear	300	20	40	40
NEO Left Spin Gear Alpha	350	30	40	40
NEO Left Spin Gear Beta	400	40	40	40
NEO Left Spin Gear Gamma	450	50	40	40
NEO Right Spin Gear DZ	300	25	35	35
NEO Right Spin Gear DS	300	25	35	35
NEO Right Spin Gear DG	300	25	35	35
NEO Right Spin Gear FL	300	25	35	35
NEO Right Spin Gear WB	300	25	35	35
NEO Right Spin Gear GD	300	25	35	35
NEO Right Spin Gear Alpha	350	25	40	40
NEO Right Spin Gear Beta	400	25	45	45
NEO Right Spin Gear Gamma	450	25	50	50
Right Spin Gear SPV	200	40	10	10
Right Spin Gear SPV Alpha	250	45	10	10
Right Spin Gear SPV Beta	300	50	10	10
Right Spin Gear SPV Gamma	350	55	10	10
NEO Right Spin Gear MWV DZ	350	35	30	30
NEO Right Spin Gear MWV Alpha	400	40	30	30
NEO Right Spin Gear MWV Beta	450	45	30	30
NEO Right Spin Gear MWV Gamma	500	50	30	30
NEO Right Spin Gear MCV	200	10	40	40
NEO Right Spin Gear MCV Alpha	250	10	45	45
NEO Right Spin Gear MCV Beta	300	10	50	50
NEO Right Spin Gear MCV Gamma	350	10	55	55
NEO Right Spin Gear MWV DG	350	35	30	30
NEO Left Spin Gear NMV	200	30	20	20
NEO Left Spin Gear NMV Alpha	250	35	20	20
NEO Left Spin Gear NMV Beta	300	40	20	20
NEO Left Spin Gear NMV Gamma	nfs	45	20	20

Blade Base

NAME	COST	ATT	DEF	END	GIMMICKS
Magne Flat Base	300	50	10	10	Axis: Flat
Magne Flat Base Alpha	400	55	10	10	Axis: Flat
Magne Flat Base Beta	500	60	10	10	Axis: Flat
Magne Flat Base Gamma	600	65	10	10	Axis: Flat
Custom Grip Base	500	60	10	10	Sub-Parts: Attack/Defn
Custom Grip Base Alpha	600	65	10	10	Sub-Parts: Attack/Defn
Custom Grip Base Beta	700	70	10	10	Sub-Parts: Attack/Defn
Custom Grip Base Gamma	nfs	75	10	10	Sub-Parts: Attack/Defn
Volcano Change Base	200	25	15	15	Axis: Sharp/Semi-flat
Volcano Change Base Alpha	300	30	15	15	Axis: Sharp/Semi-flat
Volcano Change Base Beta	400	35	15	15	Axis: Sharp/Semi-flat
Volcano Change Base Gamma	500	40	15	15	Axis: Sharp/Semi-flat
Custom Crutch Base	300	25	20	20	Axis: Sharp/Semi-flat
Custom Crutch Base Alpha	400	30	20	20	Axis: Sharp/Semi-flat
Custom Crutch Base Beta	500	35	20	20	Axis: Sharp/Semi-flat
Custom Crutch Base Gamma	600	40	20	20	Axis: Sharp/Semi-flat
Viper Metal Ball Base	200	10	30	30	Axis: Sharp
Viper Metal Ball Base Alpha	300	10	35	35	Axis: Sharp
Viper Metal Ball Base Beta	400	10	40	40	Axis: Sharp
Viper Metal Ball Base Gamma	500	10	45	45	Axis: Sharp
Switch Metal Ball Base	400	15	35	35	Axis: Sharp/Semi-flat
Switch Metal Ball Base Alpha	500	20	35	35	Axis: Sharp/Semi-flat
Switch Metal Ball Base Beta	600	25	35	35	Axis: Sharp/Semi-flat
Switch Metal Ball Base Gamma	700	30	35	35	Axis: Sharp/Semi-flat
SG Metal Flat Base	150	25	10	10	Axis: Flat
SG Metal Flat Base Alpha	250	30	10	10	Axis: Flat
SG Metal Flat Base Beta	350	35	10	10	Axis: Flat
SG Metal Flat Base Gamma	450	40	10	10	Axis: Flat
Custom Metal Change Base	450	35	15	15	Axis: Flat/Semi-flat, Sub-parts: Attack/Defn
Custom Metal Change Base Alpha	550	40	15	15	Axis: Flat/Semi-flat, Sub-parts: Attack/Defn
Custom Metal Change Base Beta	650	45	15	15	Axis: Flat/Semi-flat, Sub-parts: Attack/Defn
Custom Metal Change Base Gamma	750	50	15	15	Axis: Flat/Semi-flat, Sub-parts: Attack/Defn
SG Metal Sharp Base	300	25	35	35	Axis: Sharp
SG Metal Sharp Base Alpha	400	25	40	40	Axis: Sharp
SG Metal Sharp Base Beta	500	25	45	45	Axis: Sharp
SG Metal Sharp Base Gamma	600	25	50	50	Axis: Sharp
Jumping Base 2	400	30	35	35	Axis: Sharp/Flat
Jumping Base 2 Alpha	450	30	40	40	Axis: Sharp/Flat
Jumping Base 2 Beta	550	30	45	45	Axis: Sharp/Flat
Jumping Base 2 Gamma	600	30	50	50	Axis: Sharp/Flat
SG Grip Base	400	10	40	40	Axis: Semi-flat
SG Grip Base Alpha	500	10	45	45	Axis: Semi-flat
SG Grip Base Beta	600	10	50	50	Axis: Semi-flat
SG Grip Base Gamma	700	10	55	55	Axis: Semi-flat

NAME	COST	ATT	DEF	END	GIMMICKS
SG Super Metal Flat Base	500	50	5	5	Axis: Flat
SG Super Metal Flat Base Alpha	600	55	5	5	Axis: Flat
SG Super Metal Flat Base Beta	700	60	5	5	Axis: Flat
SG Super Metal Flat Base Gamma	800	65	5	5	Axis: Flat

Note: *Jumping Base 2 parts requires Right Spin SPV spin gear.*

Launcher

NAME	COST	ATT	END
EZ Launcher	150	30	30
NEO Reverse Launcher	300	40	40
Dragoon Launcher DX	700	50	50
Custom Launcher L	1000	80	80
Custom Launcher R	1000	80	80
Ultimate Launcher Tyson Version	1500	100	100
Ultimate Launcher Kai Version	1500	100	100
Ultimate Launcher Max Version	1500	100	100
Ultimate Launcher Ray Version	1500	100	100

STRATEGY TIPS

In Beyblade battles there are three strategies for victory. You can knock your opponent out of the ring (Stadium Out); outlast your opponent's spin (make your opponent Sleep Out), or go on the offensive and try to destroy your opponent's Beyblade (Crash Out) and win instantly. When building a Beyblade or sizing up an opponent's, you should consider three major factors: the attack capabilities, the defense capabilities, and the endurance capabilities. Depending on your strategy for victory, you should make modifications to your Beyblade accordingly.

For example, if your strategy is to achieve a Stadium Out, the key is building your Beyblade with an emphasis on defense, so you can maneuver your Beyblade to an optimum position to knock your opponent out of the arena with a well-timed Bit Beast Attack. Keep in mind that endurance is also important, to give you plenty of time to knock your opponent out.

If your strategy is to achieve a Sleep Out, you want to build your Beyblade with an emphasis on endurance, so you can out-spin your opponent. You'll also want to have a Beyblade with good defense so you don't lose too many Hit Points. Be sure to choose a Blade Base that lets you adjust to a variety of stadium conditions.

If your strategy is to achieve a Crash Out, you should build your Beyblade with an emphasis on attack, so you can collide with your opponent and inflict the most damage. Keep in mind that you'll be taking some hits as

well, so make sure your defense is also high. Try launching with the **B Button** when your Legend Meter is full for a real attack boost.

If you are looking for an attack boost, try performing a weak launch in the first round, and then fill up your Legend Meter and Sleep Out. Use the Bit Beast Launch in the second round to damage your enemy's Beyblade faster.

If playing against the CPU, remember that the CPU always makes its Gimmick selections first. Choose your Gimmicks accordingly.

During a tournament, you'll only be able to use one Beyblade, so make sure that it's well balanced for all types of victory.

If you have the choice, select the arena best suited for your strategy and Beyblade. If you are unsure, the Normal Stadium is an ideal neutral environment to battle in, with ample opportunity to try for a Ring Out.

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